



“MARCUS has
PUNCH”

THIS is MARCUS #12, that wonderful, excellent zine published by wonderful and excellent Mark Weidmark at 528 Park Crescent, Pickering, Ontario, CANADA. Mark is gamesmaster of the games which include 1972 I, R and HYV. GM of 1972 BE is Peter Bennett, 252 Ridgewood Rd., West Hill, ONTARIO, CANADA. t

There are no game openings in MARCUS, but subscriptions are 10/\$1.50.

NEWS

STANDBY LISTS FOR ALL WEIDMARK PUBLICATIONS:

1972 I- JH Fleming, Bill Lafosse
 1972 R- Bill Lafosse, JH Fleming
 1972 AN- Bill Lafosse, John Leeder
 1972 BA- Bill Lafosse, John Leeder
 1972 BE- Bill Lafosse, John Leeder
 1972 V3- Bill Lafosse, John Leeder

1972 V4- Bill Lafosse, John Leeder.
 MIN- JH Fleming
 LEGION- Bill Lafosse,
 10/10 VV Series- JH Fleming.
 ATLANTICA- Blair Gussack, Bill Lafosse.

Bill Lafosse kindly volunteered for all games: I wonder if he knew what he was getting in to? JH Fleming did likewise, but he can't play in VIKLAND of course. John Leeder kindly volunteered for one game, and I kindly put him in 5. In his case, as soon as he is used on one list, he will come off all others.

As you can see, the lists are full to nothing.....I mean they need more players! I make a special call to all my traders who just receive this zine every issue, but participate little. So:

TRADERS: There is a bunch of you out there, who just receive this zine every few weeks, read it, and file it away. We are in fact trading zines. The idea has occurred to me, that in order to fill our own standby lists, that we could trade standby positions. Thus, I hereby say that, for every game you standby in MARCUS, or other zine that I trade you for, I will standby in a game of yours! Since standby positions are usually rather minor positions, then taking on a few positions occasionally won't take up too much time, and it may be worth it for the fun of it, and keeping our games running smoothly. If you are interested, please write.

PLAYERS: This doesn't stop you from being a standby. It's a free way to get into a game, and the other players need you. This means YOU.

NEW ZINES

THE SILMARILLI: (Chic Milliker, 3312 Stonycress, Bloomington, INDIANA 47401) is the latest new zine. Reproduction is excellent. THE SILMARILLI will go into player biographies in some detail, and will have regular and variant games. Game fee is \$4.00 with some end of the game refunds. Introductory subscription is 5 issues for 50¢.

OTHER WEIDMARK OPENINGS:

VINLAND: Game openings(regular) for Canadians only, at the phenomenally low rate of \$2.00 with a preferences list. Games are filling quickly.

THUNDERBIRD: The only present openings in my variant zone, are in ATLANTICA. Paid to play so far are John Biehl, Richard Greenrell, and Andreas Lang. Everybody is welcome. ATLANTICA is the 7 man game, with the powers Canada, US, Confederacy, England, France, Germany and Italy. Free map and rules for the asking. Game fee is \$4.00, in any form.

JOHN LEEDER's article on the Mariposa festival, which appeared in MARCUS, appeared slightly done over in the semi-slick NY magazine, SING OUT. Gee, an honest to goodness big time writer: and I discovered him. I even get a 10% commission, but the problem is John doesn't get paid for his work!

Now, as promised in MARCUS #10, the second in the series of Youngstown articles.

YOUNGSTOWN VARIANT- FRANCE

by Blair Cusack

France, a superior country in regular Diplomacy off the start, is inferior in many ways in the IV. France retains 3 centres at home and receives a bonus in the colony "SAIGON". The units and mobility are the same a regular Diplomacy, except France has a fleet in Saigon. The colony will be discussed in a future article as it's strategic possibilities in almost no way affect the "home" situation.

France borders the increased powers England and Germany. Germany now holds 4 units, an additional army in Posen, and the province "Saxony" which borders all 4 home centres, net result is that Germany is a very difficult nut to crack. England has the bonus of a colony "Johore"((Maylasia))(will be discussed with Saigon in the future) but also has the added mobility of fleet Liverpool and the added offensive punch it supplies. France's best chances lie south and north. Germany is just too tough to crack unless he gets aid from Russia(doubtful).

England too, is very difficult to crack. The new centre, "Ireland" almost assures England of two builds in the first year, possibly three((disregarding SE Asia gains)). France, on the otherhand cannot conceivably get three builds very easily, two is hard enough and the average is about 1.7 in my opinion but if everything goes against him only one build will be gotten and a tough situation will result. After England conceivably gets five units, starting 1902, he can force France to relinquish the Mid Atlantic Ocean and access to his badly needed centres. Belgium will probably go to Germany and France is hexed in very easily. The only country France has an advantage over on the western sector of the board is Italy, but access is limited and an alliance with a healthy Austria is a must. Overall, France is very weak.

The best policy for France is to pursue some strong form of alliance with Germany. Without pressure exerted on him from the ground, France can offset her naval weakness and discourage England from attacking - something he probably will balk at without at least assurances from Germany. Germany is the key if France wants to remain in the game.

Germany's best course of action is an alliance with England obviously, but the alliance is best achieved against both France and Russia. This two front war is most effective if Germany hits France off the start and delays his attacks on Russia one year until Russia is fully engrossed on other fronts. Germany may decide, however, to attack Russia off the start - not an unwise policy. This decision must have things guaranteed, neutrality with England and/or France so he can manage his western border with relative ease. France must take full advantage of this offer as soon as he gets it, or sooner by suggesting it to Germany off the start. France must have a neutralized east border.

France must, to achieve the above, lure England into a peaceful or joint pact by promising him something tasty. Often this can be achieved by offering Belgium to him and convoy possibilities in the future. Whether France keeps his promise is up to him because France's prime function in the early years is to build up a sufficient amount of units to provide a deterrent force to England and Germany - then pursue a policy of aggression by attacking north, south or east depending on which area seems juicier.

The centres immediately surrounding France are very accessible, the decision to take them must be made often in view of hostile forces, i.e. England F Eng, Germany A Hol, Ruh, Mun, and Italian armies Piedmont. If any of the above happen France must weigh his chances of persuasion against England's, German's and Italy's forces of greed. It's a calculated risk, but the French player must remember that a French homeland with less than 5 units in 1902 is in a great deal of danger of being stomped because the forces of greed are probably too much for any diplomat to overcome. The gamble must be made and the centres grabbed when they are available.

The most available centres in 1901 are Spain, Portugal, and Belgium. If the French must give up Belgium to England, he hasn't lost at all much because the English on the mainland, be it fleet or army, are very anxious to grab a lot, and will stick with their friends to the bitter end there. If France gets into Belgium, he should offer a convoy from England to Holland because any good Englishman, seaman or not, wants a chunk of the mainland to use as a base of operations. Spain and Portugal must be taken, and Marseilles not lost of course. How France takes these centres depends totally on the diplomatic situation

i.e. Spring, a mar-spa, 1 bre-mid, Fall, a spa-por, 1 mid-spa so or morocco equals a situation where England is totally trusted and France intends to move south in all likelihood. (His builds will reinforce the decision). Spring, a mar h, 1 bre-mid, fall, 1 mid-por, a mar-spa equals a situation where England isn't wholly trusted and Italy has either been neutralized or the need for a fleet in the Mediterranean isn't absolute.

Often France is forced into the second situation given because it is the safest although not the best (the first offers the Med. as distinct possibilities). France's future lies south.

Italy is weaker than France because best possibilities for Italy lies in a convoy to Africa to counter Turkey's possible (probable) monopoly of Africa. This leaves the homeland depleted and susceptible to a joint French-Austrian attack which there would be little doubt about success if neither Austria or France are hurting.

France, as stated, is weak in the beginning but its strength compounds enormously if a sufficient force is built up within the confines of its borders. Once its naval deficiency has been solved, this nation can drive successfully in almost any direction. A Frenchman in the RV of Diplomacy is weak at first but can win easily if he survives his first few years and can reap some dividends from them. France parallels Russia in this respect, and Russia will be dealt with next issue- a very interesting nation indeed.

and

EDITOR COMMENT: To be frank, I think that Blair dismisses the possibilities of anti German and/or English attacks far too soon. Expansion through the Mediterranean is nice, but it requires a fair amount of fleets in a far off southern position. Either the Germans or the English will have to come out on top in the north, and when they are finished, they'll be ready for France, whose majority of units are tied up, or just sitting in a southerly and far position. Indeed, the Russian-French alliance was claimed "doubtful" when I think it can be very strong, and likely. France, to begin with, can ally with England versus France. This will give France reason to go into the English Channel (getting Belgium). Also, England will, or rather, can throw in some anti German tactics right off, standing off the Germans in Holland or Denmark. Russia, can, send Warsaw to Silesia, which will throw the Germans into wack to find that they have got England, France, and Russia all after him. Pressure on France here is immediately relieved. Now, Russia can make attacks on Germany, with France who can either take a stab at a possibly open Munich, or try Belgium. Of course, we have tied up the English fleet North Sea, in standing off Germany, so French fleet English Channel takes London. France can simultaneously take Johore. The English can do little there: either they stick it out in a neutral centre to get a build, or go back to stop possible French attack, which means they would likely not get a build, and be wiped out by Indians. So, France has chances for four builds this 1901 season, and those would wipe out English SE forces, take all but one of the English builds away, and take two English home supply centres. Two of Germany's home supply centres would be under attack, and he'd either have to save them, or take neutrals, which means either way, he gets very few builds, especially when he would be stood off with an English fleet in one. Other combinations for alliance involving a northern strategy are entirely present and workable. Nevertheless, a good article.

Notes:

PERIOD 1904-1972

ENGLAND ALMOST DONE
FRANCE IS DONE

AUSTRIA'S LINE ENIGMAS PUT INTO ACTION
MOT, MOT!

NO PAGE 5
IT IS YOU IDIOT!

GOOD
GOD!

AUSTRIA(Kravec): a ser-rum, a bud s a ser-rum, a vie s a rum-gal, f tri h, a gre s RUSSIAN
A bul.

ENGLAND(Cusack): a ray-stp, f ang-adi, f bel-nth.

FRANCE(Tretick): f nig-vor, a wal-ior, a lya-adi.

GERMANY(Weber): a ber-lyv, f bul c a ber-lyv, a war s a lya-mos, a lya-mos, a sue h,
a par s f pic-bre, f pic-bre, a nun-tyl.

ITALY(Ostapkevich): f spa ge-201, a nar-gas, a ven-pie, a rum-ven, f nap-apu, f ion h.

RUSSIA(Laeder): a mos s a sav, a sav s a mos, a bul s AUSTRIAN a bud-rum, a rum-gal,
f stp no-mwy.

TURKEY(Proujansky): (NMR a con, f's a seg, bla h.) → A Con-Bul, F Bla S A Con-Bul,
F Aeg S A Con-Bul.

The Fall 1904 deadline is noon on November 25, 1972. I'm pretty sure Arnold Proujansky
will continue to play, but just in case, I am requesting standby moves from JH Fleming,
45 Pinhurst, New York, NY 10033. And now....the press:

RUSSIAN A BULGARIA MAY RETREAT TO SERBIA OR OTB.

LONDON(English Release): Let this be a lesson to everyone who misses moves- "All you
have to do is miss one season(spring, fall or adjustments) and you are screwed
worse than the worst stab,-all you've worked for goes down the drain."

LIVERPOOL(English Release): He's right, get your damned moves in on time!

PICKERING(Marcus Helms): You can't use those headings anymore Blair, they're French!

MOSCOW: It was not the wizardry of Melcho Vinistpig which caused an army to appear
miraculously in Moscow. Rather, the sturdy Russian peasantry, skilled in the use
of arms and raging to defend their homeland(from the Russian government??) came
pouring into the capital. They are supplemented by the remnants of the peerless
Vikings who fought to hold Sweden against the German's overwhelming invasion force,
and now return, snarling for revenge. The southern fleet too, who fought to defend
Armenia, (and although they could not hold the province, afflicted such a severe
losses on the perfidious Turks that their army melted away over the winter), are
represented in the ranks as well. Such are the stripes of men who defend our capital!
Invaders beware!

ROMAN-LONDON VALLEY, ITALY: Don't look now but the frog pond is all dried up.((Not yet!))
Secondly, and perhaps more importantly, it should be noted that the Right Royal gov't
of Italia has decreed October 12 a day of national mourning for the loss of Christopher
Columbus, the brave(albeit dumb) sailor who sailed his three ships off the edge of the
MAD and into that great Off-board Box in the sky. All of us at the Lasagna Factory,
from the king himself, all the way down the line to the Pope want you to know he'll
be remembered.

PHILADELPHIA, ITALY: Hey, you, lady, is this the subway? It is? Good, then stick 'em up!

FROM THE FRANCH PLAYER(THERE IS NO FRANCE): Don't finish the game, Blair. It's already
finished for you, you back-stabber you.

BREAST: (in exile) Pete: I have reviewed each and every letter and action associated

(WHATS)

ABUSAR H
A Con SA Bul, ASyr S Ank-Arm
Fanc Alm. ABASH.

GERMANY: The German gov't which had almost all but collapsed has been taken over by a very efficient man Brigadier General Dietrich Kruger the new chancellor of Germany. He replaces the late Baron von Tulpin who died after suffering many

1, 2, 3, 4, 5, 6, 7, 8, "9" 10

from Japan. Kruger has promised Germany that Japan will see Tokyo crumble under German guns and armies.

In a late gov't statement the Chancellor severely attacked the JAPANESE, and cleared up a few things, first, the "Peking Duck" was not built in Germany because the shipyards of Germany are only equipped to build heavy warships and not junks, secondly Germany very much plans to interfere in Asian politics and if possible isolate Japan in every way possible, thirdly, nobody will step on Turpin and the Chancellor would like to see the ruler of rulers try to stomp on him, fourthly Germany won't need to be crafty when we land in Japan, fifthly, as far as necked the Chinks goes, your fleets certainly proved they couldn't do it without the help of the biggest power on the board.

SESAME STREET

The chancellor also gave strong views on France, the French had tried to take advantage of the turmoil in Germany to give a severe blow to Germany, but the new gov't guessed they might try it and we weren't wrong, there is also the foolishness of France wanting the countries to help her attack or vice versa, Russia. For one no one needs France to help do much of anything, and besides if it did happen they get a good chance to clobber everyone around them with relative ease, since the others are fighting Russia. So, Germany has made her position clear.

1972 BE

25
Once again, the player delinquent is actively present, or inactive. This season, England(Corbin), Germany(Gletty), and Turkey(Hoffman) did not get their moves in. For two reasons, the game is being delayed. Number one, is that through error, the deadline was omitted from 1972 BE's moves last season, but still, any fool could have looked at the other games, and see the deadline. The second, and important reason is that one of the players has requested a delay, for a just cause. Lloyd Hoffman, in transition to the American armed forces failed to get his moves in on time and by the request of his wife the game is delayed. He is just now being forwarded past issues of MARCUS. He has contacted the gamesmaster, and this new address applies for Lloyd, in it's entirety: Lloyd Hoffman, 434-66-1763, HgMACU(GIGV)OS Section, APO S.S. 96309 USA. Lloyd says there will be a five day delay each way in correspondence. All mail should go air mail. The new deadline, for moves, at Peter Bennett's, is noon, on November 18/72. Will Bill Lafosse please submit orders for both Germany and England, in that preference, in the event that one of them no longer continues to play. Bill's address is 64 Laird Dr., Middleton Park, CFB Trenton (ASTRA), ONTARIO.

Germany's in.

Seen this before?

Standby Lists for all Weidmark Publications:

1972 I- JH Fleming, Bill Lafosse.
1972 R- Bill Lafosse, JH Fleming.
1972 AN- Bill Lafosse, John Leader.
1972 BA- Bill Lafosse, John Leader.
1972 BE- Bill Lafosse,
1972 V3- Bill Lafosse, John Leader.

1972 V4- Bill Lafosse, John Leader.
MTV- JH Fleming.
LEGION-Empty.
10/10 YV Series- JH Fleming.
ATLANTICA-Blair Cusack, Bill Lafosse.

As you can see, my outcry last issue helped tremendously to fill the lists a little bit. Bill Lafosse was the big life saver when he volunteered to standby in everything! He probably didn't know I ran so many games! John Leader on the other hand, asked to be removed from the list, so I put him on it.

MESSAGE FROM BRUCE GLETTY: MY APOLOGIES TO THOSE OF YOU I SHOULD HAVE WRITTEN TO. I will still keep all agreements prior, made until now. (unless you stabbed me) Please feel free to propose any new ones. They will be answered.

MESSAGE FROM MARK WEIDMARK: Well, I am 'gued. No, what I mean't to say was, I am sorry! This issue is one week late, and for no good reason....lotsa bad ones though. First, I typed marcus up, then it looked so lousy, I decided to do it over. I kept the pages from the original issue with the games on them, to create a terrible mess. As it turned out, the overdue Youngstown article came in, and orders which had been missing arrived, so that really it is because of you the player, no, it's because of me, but really, it was to your benefit to wait. My reasons for lateness are not worth publication: I was to lazy(why did I say that?) This explanation is not worth publication.

DISAPPEARING ACTS: A couple of zines seemed to disappear during the summer. Xanadu published by Tom Leahy and Charles Welsh ceased last Spring. Leahy kept up the game for most of the summer, but Welsh disappeared early. Now both have sunk into who knows where. Anyone knowing the destiny of that zine and it's game, please inform me. Thermopolas a good zine, has hopefully temporarily disappeared from my mailbox. The last deadline was Sept. 25 I think, and I haven't heard from Turpin(publisher) since. Anyone knowing the cause of this delay, please write.

CANADIAN FIRST CLASS POSTAGE RATES:

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4 oz. to 8 oz.	32¢	32¢	90¢

AIR MAIL TO USA - 10¢ per ounce.

MARK WEIDMARK
528 PARK CRESCENT,
FAIRPORT BEACH, PICKERING, ONTARIO, CANADA

FIRST CLASS
FIRST CLASS
FIRST CLASS
FIRST CLASS
FIRST CLASS

TO: Stan Wrobel
7 Poland Village Blvd.
Poland

OHIO 44154
USA.

TRADE?